Procedure:

The first step in the system is to creating the wireless network setup.

Generating the node movements in the network.

Introducing the malicious nodes in the simulated network.

Calculating 3 parameter.Behaviour of node is based on these parameter.

Based on fuzzy rule we can determine the node is greedy or not.

The algorithm is implemeted by the following steps:

Collete the trace file by creating node in NS2.Trace file consist ,time,node id,paket id,port address,IP address,from node,to node.We going to use from node,to node,time only.

Using time we calculate Connection Duration,Average Waiting time,Connection Attempt using AWK file.

In first step,calculating the correlation coefficient .If the coefficient is closer to 1,calculate the slope of linear straight.If slope close to 1 then presence of greedy is nil.If coefficient not close to 1,greedy is persent in network.so we determine the malicious node.

Next,we generate fuzzy rule for each parameter for making the decision .Output of the fuzzy rules are low or medium or high.Now we have 3 file.

Then , generate class rule for those 3 file .After generating class rule we got output as normal or greedy or suspected.

Calculate crisp value.If value is greater than 50% and then output of class rule is greedy ,then node is greedy.If class output is suspected then node is suspeted.else the node is normal.